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Modeling Global Macroclimatic Constraints on Ectotherm Energy Budgets - group of 3 »
BW GRANT, WP PORTER - Integrative and Comparative Biology, 1992 - icb.oxfordjournals.org
... W. GRANT 2 AND **WARREN P. PORTER** Department of ... The **simulation** proceeds by specifying physical characters of ... occur, are obtained from standard **climate** data sets ...
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Response to Gibson
FC James, WP Porter - Copeia, 1984 - JSTOR
... **Warren P. Porter**. ... He needs to do a **simulation** with dif- ferent values of the parameters and ... It is a refine- ment of the **climate** graphs in Porter and Gates (1969 ...
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The effect of the thermal environment on the ability of hatchling Galapagos land iguanas to avoid ...
KA Christian, CR Tracy - Oecologia, 1981 - Springer
... Temperatures required for the **simulation** were measured at ... basking long enough to attain an elevated temperature. ... Inc.; Eureka Tents; and by **Warren P. Porter**. ...
Cited by 84 - Related Articles - Web Search

WATER AND ENERGY LIMITATIONS ON FLIGHT DURATION IN SMALL MIGRATING BIRDS - group of 2 »
JIM JAEGER - The Auk, 1992 - elibrary.unm.edu
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Limits to species richness in a continuum of habitat heterogeneity: An ESS approach - group of 2 »
WA Mitchell - Evolutionary Ecology Research, 2000 - phyllotis.unm.edu
... of environments that separate co-existing species include continuous variables such as percent vegetation cover (Abramsky, 1988), temperature (Tilman and Pacala ...
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Behavioral Implications of Mechanistic Ecology II: The African Rainbow Lizard, Agama agama
WP Porter, FC James - Copeia, 1979 - JSTOR
... not burrow, we did not attempt a careful **simulation** of deep ... The **climate** of the Gold Coast. ... Heat transfer from **animal** appendage shapes-cylinders, arcs, and cones ...
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Stand-Alone Power Systems for the Future: Optimal Design, Operation & Control of Solar-Hydrogen ... - group of 2 »
Ø Ulleberg - NTNU, Trondheim, Norway, 1998 - hydrogems.no
... Sanford A. Klein, **John W. Mitchell**, and John A ... IPCC Intergovernmental Panel on **Climate** Change IPV ... Solar Energy Society JULSIM JUelich **SIMulation** program LEO Low ...
Cited by 14 - Related Articles - Web Search

Theory was all about! Under the benign blanket of the GI Bill it was an anxiety-free and
RE Kuenne, L Lahr - JOURNAL OF REGIONAL SCIENCE, 1995 - Blackwell Synergy
... Valuing Nature: The Decline and Preservation of Old Growth Forests, by Douglas E. Booth. Review by **John W. Mitchell** ..... 173 176 179 180 ...
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An Ecologically Based **Simulation**-Optimization Approach to Natural Resource Planning
GL Swartzman, GMV Dyne - Annual Review of Ecology and Systematics, 1972 - JSTOR
... and shrub population equations, q for the **animal** energetics equations ... The driving variables for the **simulation** model are temperature (Tt), precipitation ...
Cited by 4 - Related Articles - Web Search

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L Gomos - Annual Reviews
... commons in the overall model, the **climate** must be ... range condition indices, **animal** numbers, **animal** weights, etc ... lands of coupling a complex **simulation** model to a ...
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[BOOK] Naturalistic Environments in Captivity for **Animal** Behavior Research
EF Gibbons, EJ Wyers, EU Waters, EF Gibbons - 1994 - books.google.com
Page 1. Naturalistic Environments in Captivity for **Animal** Behavior Research Th ieOne ...
Page 3. Naturalistic Environments in Captivity for **Animal** Behavior Research ...
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A review of bio-economic models - group of 2 »
DR Brown - Cornell African Food Security and Natural Resources ..., 2000 - aem.cornell.edu
... services) – not to mention an uncertain political **climate**. ... The **animal** biology model for feed intake, production ... of a bio-economic herd **simulation** model to ...
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POTENTIALIMPACT OF FOOT-AND-MOUTH DISEASE IN CALIFORNIA - group of 4 »
JM Ekboir - Agricultural Issues Center, Division of Agriculture and ..., 1999 - aic.ucdavis.edu
... Union FAS Foreign Agricultural Service (USDA) FADDL Foreign **Animal** Disease Diagnostic ... International Office of Epizootics UHT Ultra high temperature UR Uruguay ...
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CSIRO LAND and WATER - group of 3 »
EP Wanilla - clw.csiro.au
... **Climate** data from 1957-1998 were used for the farm scale water balance modelling, giving a 42 year **climate** record for **simulation**. ...
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Assessment of Salinity Management Options for Lake Warden Catchments, Esperance, WA: Groundwater and ...
R Short, R Salama, D Pollock, T Hatton, W Bond, Z ... - 2000 - audit.ea.gov.au
... **Climate** data from 1957-1998 were used for the farm scale water balance modelling, giving a 42 year **climate** record for **simulation**. ...
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Assessment of Salinity Management Options for Wanilla Catchment, Eyre Peninsula: Groundwater and ...
M Stauffacher, W Bond, A Bradford, J Coram, W ... - 2000 - audit.ea.gov.au
... **Climate** data from 1957-1998 were used for the farm scale water balance

modelling, giving a 42 year **climate** record for **simulation**. ...
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[BOOK] Successes, Limitations, and Frontiers in Ecosystem Science
ML Pace, PM Groffman - 1998 - books.google.com
... 16 **Simulation** Modeling in Ecosystem Science 404 ... cycles, eco- logical complexity and biodiversity, and ecological response to **climate** change frequently focus on ...
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Atomic Spectrometry Update–Advances in atomic absorption and fluorescence spectrometry and related ... - group of 7 »
SJ Hill, JB Dawson, WJ Price, IL Shuttler, CMM ... - Journal of Analytical Atomic Spectrometry, 1998 - pubs.rsc.org
... that, in addition to raising the temperature of the silica surface, ... analysis of cat and dog food supplements containing vitamin–mineral conditioners. ...
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1 Using animation to enhance a marine-terminal Monte Carlo simulator

Rodney W. Cyr
December 1992 **Proceedings of the 24th conference on Winter simulation**
Publisher: ACM Press
Full text available: pdf(273.96 KB) Additional Information: full citation, citings, index terms

2 The design, implementation, application and comparison of two highly automated traffic simulators

Peter Lorenz, Thomas Schulze, Thomas J. Schriber
December 1994 **Proceedings of the 26th conference on Winter simulation**
Publisher: Society for Computer Simulation International
Full text available: pdf(897.56 KB) Additional Information: full citation, references, citings, index terms

3 Crowd and group animation

Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(20.19 MB) Additional Information: full citation, abstract

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

4 Animation: Dynamic Animation and Control Environment

Ari Shapiro, Petros Faloutsos, Victor Ng-Thow-Hing
May 2005 **Proceedings of the 2005 conference on Graphics interface GI '05**
Publisher: Canadian Human-Computer Communications Society
Full text available: pdf(309.04 KB) Additional Information: full citation, abstract, references

We introduce the Dynamic Animation and Control Environment (DANCE) as a publicly available simulation platform for research and teaching. DANCE is an open and extensible simulation framework and rapid prototyping environment for computer animation. The main focus of the DANCE platform is the development of physically-based controllers for articulated figures. In this paper we (a) present the architecture and potential applications of DANCE as a research tool, and (b) discuss lessons learned in d ...

Keywords: dynamic animation, graphics system

5 Simulation languages and simulators

Jerry Banks
December 1992 **Proceedings of the 24th conference on Winter simulation**
Publisher: ACM Press
Full text available: pdf(705.89 KB) Additional Information: full citation, references, index terms

6 Pavlov: an interface builder for designing animated interfaces

David Wolber
December 1997 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 4 Issue 4
Publisher: ACM Press
Full text available: pdf(1.09 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Conventional interface builders provide little support for interactive development of interfaces with application-specific graphics. Some Programming by Demonstration (PBD) systems do provide such support, but none provide full support for demonstrating interfaces, such as those in games, in which the graphics are animated. This article proposes a number of techniques for creating animated interfaces, all of which have been included in an exploratory system, Pavlov. Many of ...

Keywords: animation, programming by demonstration, user interface design environments

7 AutoMod product suite tutorial (AutoMod, Simulator, AutoStat) by AutoSimulations

Matthew Rohrer
December 1999 **Proceedings of the 31st conference on Winter simulation: Simulation--a bridge to the future - Volume 1**
Publisher: ACM Press
Full text available: pdf(151.78 KB) Additional Information: full citation, references, citings, index terms

8 Animating automata: a cross-platform program for teaching finite automata

Michael T. Grinder
February 2002 **ACM SIGCSE Bulletin , Proceedings of the 33rd SIGCSE technical symposium on Computer science education SIGCSE '02**, Volume 34 Issue 1
Publisher: ACM Press
Full text available: pdf(552.50 KB) Additional Information: full citation, abstract, references, citings

The FSA Simulator is a Java program created to allow computer science students to experiment with finite state automata. The program is able to simulate both deterministic and nondeterministic automata. Pre-defined automata can be loaded from files or students can create their own. Although this project is similar to others, it has its own

unique features. The development history, features, and future plans for this program are discussed.

9 A graphic workflow simulator for factory simulation

Ralph R. Duersch, Marc A. Laymon

January 1984 **Proceedings of the 17th annual symposium on Simulation**

Publisher: IEEE Press

Full text available: pdf(1.18 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes the features and an implementation of a discrete systems simulator developed to simulate most manufacturing operations, to predict their performance. It is a tool intended for use by planners and manufacturing engineers who have little if any experience using them, The simulator incorporates graphics and question-and-answer interfaces to build the simulation without the user's need to know any programming language. It presents the results of the simulations in easy-to-u ...

10 Optimization-based animation

Victor J. Milenkovic, Harald Schmidl

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available: pdf(261.52 KB) Additional Information: full citation, abstract, references, citings, index terms

Current techniques for rigid body simulation run slowly on scenes with many bodies in close proximity. Each time two bodies collide or make or break a static contact, the simulator must interrupt the numerical integration of velocities and accelerations. Even for simple scenes, the number of discontinuities per frame time can rise to the millions. An efficient optimization-based animation (OBA) algorithm is presented which can simulate scenes with many convex three-dimensional bodies settling ...

Keywords: animation, animation w/ constraints, physically based animation, physically based modeling, scientific visualization, solid modeling

11 GAME: an object-oriented approach to computer animation in flexible manufacturing system modelling

Daniel Breugnot, Michel Gourgand, David Hill, Patrick Kellert

April 1991 **Proceedings of the 24th annual symposium on Simulation ANSS '91**

Publisher: IEEE Computer Society Press

Full text available: pdf(1.43 MB) Additional Information: full citation, references, index terms

12 The ALVW system: an interface for smart behavior-based 3D computer animation

Alfredo Pina, Francisco J. Seron, Diego Gutierrez

June 2002 **Proceedings of the 2nd international symposium on Smart graphics SMARTGRAPH '02**

Publisher: ACM Press

Full text available: pdf(1.75 MB) Additional Information: full citation, abstract, references

This paper describes the ALVW system, a high-level interface for producing smart behavior-based 3D Computer Animation. The system allows the design and simulation of virtual worlds, environments and their inhabitants. Once the simulation of the virtual ecosystem is run, the results are transferred to a commercial 3D program, where a realistic animation can be produced based on the transferred data. The concatenation of

all these processes allows us to produce a realistic 3D Computer Animation sh ...

Keywords: artificial life, behavior modeling, computer animation, interface, synthetic actors

13 K9: a simulator of distributed-memory parallel processors

P. Beadle, C. Pommerell, M. Annaratone

August 1989 **Proceedings of the 1989 ACM/IEEE conference on Supercomputing**

Publisher: ACM Press

Full text available: pdf(2.43 MB) Additional Information: full citation, abstract, references, citings, index terms

K9 is a software package for the simulation and performance evaluation of distributed-memory parallel processors (DMPPs). It is written in C++ and runs on Sequent Symmetry and SUN-3. K9 provides the user with four building-blocks (processor cells, communication channels, multi-port shared-memories, and I/O processors), and one abstraction mechanism (the DMPP interconnection topology). Application code for K9 can be written in C++ or C. When timing analysi ...

14 Applications in logistics, transportation, and distribution: Manufacturing supply chain applications 2: logistic simulator for steel producing factories

Steven C. Hamoen, Dirk-Jan Moens

December 2002 **Proceedings of the 34th conference on Winter simulation: exploring new frontiers**

Publisher: Winter Simulation Conference

Full text available: pdf(294.98 KB) Additional Information: full citation, abstract, references

The logistic processes in most steel producing plants are very complex. To assist the decision makers in steel producing plants, Incontrol Enterprise Dynamics have developed for and in cooperation with SMS Demag in Germany, a simulator that can be used to rapidly model any steel plant. The Steel Plant Simulator has been built using the software package Enterprise Dynamics® and allows for rapid insight into the influences of lay-out changes, process and speed parameters, length of producti ...

15 Performance animation and motion quality: AER: aesthetic exploration and refinement for expressive character animation

Michael Neff, Eugene Fiume

July 2005 **Proceedings of the 2005 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '05**

Publisher: ACM Press

Full text available: pdf(1.02 MB) Additional Information: full citation, abstract, references, index terms

Our progress in the problem of making animated characters move expressively has been slow, and it persists in being among the most challenging in computer graphics. Simply attending to the low-level motion control problem, particularly for physically based models, is very difficult. Providing an animator with the tools to imbue character motion with broad expressive qualities is even more ambitious, but it is clear it is a goal to which we must aspire. Part of the problem is simply finding the r ...

16 The knob & switch computer: A computer architecture simulator for introductory computer science

Grant Braught, David Reed

December 2001 **Journal on Educational Resources in Computing (JERIC)**, Volume 1 Issue 4

Publisher: ACM Press

Additional Information: full citation, abstract, references, citings, index

Full text available: pdf(382.95 KB) terms

The Knob & Switch Computer is a computer architecture simulator designed to teach beginning students the basics of computer organization. It differs from existing simulators in two significant ways: (1) it incorporates cognitive hooks in the form of knobs and switches that encourage exploration and discovery on the part of the student; and (2) it can be presented one component at a time, starting with a simple interactive data path and building incrementally to a full-featured stored ...

Keywords: Computer architecture simulator, education, knob & switch

17 Composable controllers for physics-based character animation

Petros Faloutsos, Michiel van de Panne, Demetri Terzopoulos

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available: pdf(2.04 MB) Additional Information: full citation, abstract, references, citings, index terms

An ambitious goal in the area of physics-based computer animation is the creation of virtual actors that autonomously synthesize realistic human motions and possess a broad repertoire of lifelike motor skills. To this end, the control of dynamic, anthropomorphic figures subject to gravity and contact forces remains a difficult open problem. We propose a framework for composing controllers in order to enhance the motor abilities of such figures. A key contribution of our composition framework ...

Keywords: character animation, computer animation, physics-based animation control, physics-based modeling

18 Simulation: Cartoon rendering of smoke animations

Andrew Selle, Alex Mohr, Stephen Chenney

June 2004 **Proceedings of the 3rd international symposium on Non-photorealistic animation and rendering**

Publisher: ACM Press

Full text available: pdf(246.56 KB) Additional Information: full citation, abstract, references, index terms

We describe a technique for generating cartoon style animations of smoke. Our method takes the output of a physically-based simulator and uses it to drive particles that are rendered using a variant of the depth differences technique (originally used for rendering trees). Specific issues we address include the placement and evolution of primitives in the flow and the maintenance of temporal coherence. The results are visually simple, flicker-free animations that convey the turbulent, dynamic nat ...

Keywords: cartoon rendering, non-photorealistic rendering, smoke rendering, smoke simulation

19 Three simulator tools for teaching computer architecture: Little Man computer, and RTLSim

Cecile Yehezkel, William Yurcik, Murray Pearson, Dean Armstrong

December 2001 **Journal on Educational Resources in Computing (JERIC)**, Volume 1 Issue 4

Publisher: ACM Press

Full text available: pdf(802.85 KB) Additional Information: full citation, abstract, citings, index terms

Teaching computer architecture (at any level) is not an easy task. To enhance learning, a

critical mass of educators has begun using simulator visualizations of different computer architectures. Here we present three representative computer architecture simulators for learning which show that there is a growing consensus for computer simulation as a teaching tool for complex dynamic processes, such as underlying computer operations. Simulators also show the wide spectrum of pedagogical g ...

Keywords: Computer architecture simulators, education

20 Animation: Building a virtual factory

Jochen Manfred Quick, Chao Zhu, Haibin Wang, Meehae Song, Wolfgang Müller-Wittig
June 2004 **Proceedings of the 2nd international conference on Computer graphics and interactive techniques in Australasia and South East Asia GRAPHITE '04**
Publisher: ACM Press
Full text available: pdf(332.18 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we describe a visualisation system which helps simulation experts transform discrete simulation models and results into animated scenes in a virtual environment. The system aims to significantly reduce production costs and error sources during the generation process of visualisations. The means to achieve these goals are the development of a framework for the translation of simulation results into animations, reuse of animation elements, and the implementation of customization too ...

Keywords: animation, simulation, virtual factory, visualisation

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  John Colter, Netscape Navigator
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15	BRS	L16	625	(animal same decompos$3)	USPAT	2006/08/25 15:10
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20	BRS	L21	1	(animal adj conditions) same simulation	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	2006/08/25 15:11
21	BRS	L22	0	(animal adj conditions) nearsimulation	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	2006/08/25 15:11
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3	BRS	L31	0	(animal.clm.) same (evironment$3) same conditions	US-PGPUB	2006/08/25 15:39
4	BRS	L32	544	(animal adj model$3).clm.	US-PGPUB	2006/08/25 16:08
5	BRS	L33	2	(animal adj model$3).clm. same radiation	US-PGPUB	2006/08/25 16:08

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